otifyCollectionChanged +PropertyChanged:PropertyChangedEventHandler **◇**------entree: Entree -side: Side -drink: Drink +Entree: Entree << get, set>> -nextOrderNumber: int +Side: Side <<get, set>> +Number: int <<get>> +Drink: Drink <<get, set>> +Subtotal: double <<get>> +Price: double <<get>> +SalesTaxRate: double << get, set>> +Calories: uint << get>> +Tax: double <<get>> +SpecialInstructions: List<string> << get>> <u>+Entrees(): IEnumerable<IOrderItem></u> +Total: double <<get>> +Combo(e:Entree, s:Side, d:Drink) +Sides(): IEnumerable<IOrderItem> -PropertyChangedListener(sender:object, <u>+Drinks(): IEnumerable<IOrderItem></u> -CollectionChangedListener(sender:object, e:PropertyChangedEventArgs) +FullMenu(): IEnumerable<IOrderItem> e:NotifyCollectionChangedEventArgs) +Search(menu: IEnumerable<IOrderItem>, name: -CollectionItemChangedListener(sender:object, string): IEnumerable<IOrderItem> e:PropertyChangedEventArgs) +FilterByCategory(menu: IEnumerable<IOrderItem>, <u>type: IEnumerable<string>): IEnumerable<IOrderItem></u> -memberName <u>+FilterByCalories(menu: IEnumerable<IOrderItem>,</u> +Price: double <<get>> min: int?, max: int?): IEnumerable<IOrderItem> +Calories: uint << get>> {override} +FilterByPrice(menu: IEnumerable<IOrderItem>, min: +SpecialInstructions: List<string> << get>> {override} double?, max: double?): IEnumerable<IOrderItem> +PropertyChanged:PropertyChangedEventHandler +PropertyChanged:PropertyChangedEventHandler -ice: bool = false +lce: bool <<get, set>> #size: Size = Size.Small #size: Size = Size.Small +Price: double <<get>> -bun: bool = true +Price: double <<get>> {override} +Size: Size <<get, set>> +Size: Size <<get, set>> +Calories: uint <<get>> -ketchup: bool = true +Calories: uint << get>> {override} +Calories: uint <<get>> +Calories: uint <<get>> +SpecialInstructions: List<string> <<get>> -mustard: bool = true +SpecialInstructions: List<string> << get>> {override} +Price: double <<get>> +Price: double <<get>> -pickle: bool = true +SpecialInstructions: List<string> <<get>> +ToString(): string {override} +SpecialInstructions: List<string> <<get>> -cheese: bool = true #NotifyPropertyChanged(propertyName:string) nOrcOmelette #NotifyPropertyChanged(propertyName:string) +Bun: bool <<get, set>> +Ketchup: bool <<get, set>> -broccoli: bool = true +Mustard: bool << get, set>> -mushrooms: bool = true +Pickle: bool <<get, set>> -tomato: bool = true -ice: bool = true +Cheese: bool <<get, set>> -ice: bool = false -cheddar: bool = true +Price: double <<get>> +Price: double <<get>> {override} -lemon: bool = false +Ice: bool <<get, set>> +Broccoli: bool <<get, set>> +Calories: uint << get>> {override} +lce: bool <<get, set>> +Calories: uint << get>> {override} +Price: double <<get>> {override} +Mushrooms: bool << get, set>> +Lemon: bool <<get, set>> +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override} +Calories: uint << get>> {override} +Tomato: bool <<get, set>> +Price: double << get>> {override} +ToString(): string {override} +SpecialInstructions: List<string> <<get>> {override} +Cheddar: bool <<get, set>> +Calories: uint << get>> {override} +ToString(): string {override} +Price: double << get>> {override} -memberName +Calories: uint << get>> {override} +SpecialInstructions: List<string> << get>>> {override} +SpecialInstructions: List<string> << get>> {override} +ToString(): string {override} +Price: double <<get>> +ToString(): string {override} -bun: bool = true +Calories: uint << get>> {override} -ketchup: bool = true ndlehearthCoffee -ice: bool = true +ToString(): string {override} -mustard: bool = true -flavor: SodaFlavor = SodaFlavor.Cherry hillyPoacher -pickle: bool = true +Ice: bool <<get, set>> -ice: bool = false -cheese: bool = true +Flavor: SodaFlavor <<get, set>> -decaf: bool = false -sirloin: bool = true -tomato: bool = true +Price: double << get>> {override} -roomForCream: bool = false -onion: bool = true -lettuce: bool = true +Calories: uint << get>> {override} +lce: bool <<get, set>> -roll : bool = true +Price: double <<get>> {override} -mayo: bool = true +SpecialInstructions: List<string> <<get>> {override} +Decaf: bool <<get, set>> +Sirloin: bool <<get, set>> +Bun: bool << get, set>> +Calories: uint << get>> {override} +ToString(): string {override} +RoomForCream: bool <<get, set>> +Onion: bool <<get, set>> +Ketchup: bool <<get, set>> +ToString(): string {override} +Price: double << get>> {override} +Roll: bool <<get, set>> +Mustard: bool <<get, set>> +Calories: uint << get>> {override} +Price: double << get>> {override} +Pickle: bool <<get, set>> +SpecialInstructions: List<string> << get>>> {override} +Calories: uint << get>> {override} +Cheese: bool <<get, set>> +ToString(): string {override} +SpecialInstructions: List<string> << get>> {override} +Tomato: bool <<get, set>> +Lettuce: bool <<get, set>> +ToString(): string {override} +Price: double <<get>> {override} +Mayo: bool <<get, set>> +Calories: uint << get>> {override} +Price: double << get>> {override} +ToString(): string {override} okehouseSkeleton +Calories: uint << get>> {override} Blackberry +SpecialInstructions: List<string> <<get>> {override} Cherry -sausageLink: bool = true +ToString(): string {override} Grapefruit -egg: bool = true Lemon -hashBrowns: bool = true Peach -pancake: bool = true lmorTriple Watermelon +SausageLink: bool <<get, set>> +Egg: bool <<get, set>> -bun: bool = true +HashBrowns: bool << get, set>> -ketchup: bool = true +Pancake: bool <<get, set>> -mustard: bool = true +Price: double << get>> {override} -pickle: bool = true +Calories: uint << get>> {override} -cheese: bool = true +SpecialInstructions: List<string> << get>> {override} Medium -tomato: bool = true +ToString(): string {override} -lettuce: bool = true Large -mayo: bool = true -bacon: bool = true hugsTBone -egg: bool = true +Bun: bool <<get, set>> +Price: double <<get>> {override} +Ketchup: bool <<get, set>> +Calories: uint << get>> {override} +Mustard: bool <<get, set>> +SpecialInstructions: List<string> << get>> {override}

+Pickle: bool <<get, set>>

+Cheese: bool <<get, set>>

+Tomato: bool << get, set>>

+Lettuce: bool <<get, set>>

+Egg: bool <<get, set>> {override} +Price: double <<get>> {override}

+Calories: uint << get>> {override}

+SpecialInstructions: List<string> <<get>> {override}

+ToString(): string {override}

+Mayo: bool <<get, set>> +Bacon: bool << get, set>>

+ToString(): string {override}

nWindow otifyPropertyChanged -menuSelect: MenuSelect -mainWindow: MainWindow -orderSummary: OrderSummary +MenuSelect(mainWindow:MainWindow) -paymentOptions: PaymentOptions -BbClickHandle(sender:object, e:EventArgs) -cashRegister: CashRegister -DdClickHandle(sender:object, e:EventArgs) -bbCustom: BBurgerCustomization nRegisterControl -TtClickHandle(sender:object, e:EventArgs) -ddCustom: DDraugrCustomization -GooClickHandle(sender:object, e:EventArgs) -ttCustom: TTripleCustomization +PropertyChanged:PropertyChangedEventHandler -gooCustom: GOOmeletteCustomization -PpClickHandle(sender:object, e:EventArgs) -SsClickHandle(sender:object, e:EventArgs) -ppCustom: PPoacherCustomization +Total: double <<get>> -ssCustom: SSkeletonCustomization -TtbClickHandle(sender:object, e:EventArgs) +AmountDue: double <<get>> -DbwfClickHandle(sender:object, e:EventArgs) -dbwfCustom: DBWFriesCustomization +CustomerPayment: double <<get>> -FmClickHandle(sender:object, e:EventArgs) -fmCustom: FMiraakCustomization +Change: double <<get>> -MogClickHandle(sender:object, e:EventArgs) -mogCustom: MOGritsCustomization +DrawerHundredsQuantity: int <<get, set>> -VsClickHandle(sender:object, e:EventArgs) -vsCustom: VSaladCustomization +DrawerFiftiesQuantity: int <<get, set>> -AajClickHandle(sender:object, e:EventArgs) -aajCustom: AAJuiceCustomization +DrawerTwentiesQuantity: int << get, set>> -CcClickHandle(sender:object, e:EventArgs) -ccCustom: CCoffeeCustomization +DrawerTensQuantity: int <<get, set>> -MmClickHandle(sender:object, e:EventArgs) -mmCustom: MMilkCustomization +DrawerFivesQuantity: int <<get, set>> -SsodaClickHandle(sender:object, e:EventArgs) -ssodaCustom: SSodaCustomization +DrawerTwosQuantity: int << get, set>> -WwClickHandle(sender:object, e:EventArgs) -wwCustom: WWaterCustomization +DrawerOnesQuantity: int <<get, set>> +MainWindow() +DrawerHalfDollarsQuantity: int <<get, set>> +SwitchScreen(name:string) +DrawerQuartersQuantity: int <<get, set>> +DrawerDimesQuantity: int << get, set>> +DrawerNickelsQuantity: int <<get, set>> +DrawerPenniesQuantity: int <<get, set>> +CustomerHundredsQuantity: int <<get, set>> -mainWindow: MainWindow +CustomerFiftiesQuantity: int <<get, set>> +OrderSummary() +CustomerTwentiesQuantity: int << get, set>> +SelectionChangedHandler(sender:object, +CustomerTensQuantity: int <<get, set>> args:SelectionChangedEventArgs) +CustomerFivesQuantity: int <<get, set>> -CancelOrderClickHandle(sender:object, +CustomerTwosQuantity: int << get, set>> e:RoutedEventArgs) +CustomerOnesQuantity: int <<get, set>> -NewOrderClickHandle(sender:object, +CustomerHalfDollarsQuantity: int << get, set>> e:RoutedEventArgs) +CustomerQuartersQuantity: int <<get, set>> -RemoveButtonClickHandle(sender:object, +CustomerDimesQuantity: int <<get, set>> e:RoutedEventArgs) +CustomerNickelsQuantity: int <<get, set>> +CustomerPenniesQuantity: int <<get, set>> +ChangeHundredsQuantity: int <<get, set>> +ChangeFiftiesQuantity: int << get, set>> +ChangeTwentiesQuantity: int <<get, set>> +ChangeTensQuantity: int <<get, set>> +ChangeFivesQuantity: int <<get, set>> +ChangeTwosQuantity: int <<get, set>> +ChangeOnesQuantity: int <<get, set>> entOptions +ChangeHalfDollarsQuantity: int <<get, set>> +ChangeQuartersQuantity: int << get, set>> -mainWindow: MainWindow +ChangeDimesQuantity: int <<get, set>> +PaymentOptions(mainWindow:MainWindow) -mainWindow: MainWindow +ChangeNickelsQuantity: int << get, set>> -CashClickHandle(sender:object, e:EventArgs) +CashRegister(mainWindow: MainWindow) +ChangePenniesQuantity: int <<get, set>> -DebitCreditClickHandle(sender:object, e:EventArgs) -ReturnClickHandle(sender:object, e:EventArgs) +CashRegisterControl(total:double) -ReturnClickHandle(sender:object, e:EventArgs) -FinishClickHandle(sender:object, e:EventArgs) +CashExchange() +StoreCash() #NotifyPropertyChanged(propertyName:string) +Step: int <<get, set>> +Label: int <<get, set>> +CustomerQuantity: int +CurrencyControl() -HandleButtonClick(sender:object, e:RoutedEventArgs) offee Customization urgerCustomization -mainWindow: MainWindow adCustomization +CCoffeeCustomization(mainWindow:MainWindow) -mainWindow: MainWindow -DoneClickHandle(sender:object, e:EventArgs) +BBurgerCustomization(mainWindow:MainWindow) -mainWindow: MainWindow -DoneClickHandle(sender:object, e:EventArgs) +VSaladCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) odaCustomization raugrCustomization -mainWindow: MainWindow /liraakCustomization -mainWindow: MainWindow +SSodaCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) +DDraugrCustomization(mainWindow:MainWindow) -mainWindow: MainWindow -DoneClickHandle(sender:object, e:EventArgs) +FMiraakCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) Vater Customization pleCustomization -mainWindow: MainWindow GritsCustomization -mainWindow: MainWindow +WWaterCustomization(mainWindow:MainWindow) +TTripleCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) -mainWindow: MainWindow -DoneClickHandle(sender:object, e:EventArgs) +MOGritsCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) MilkCustomization eleton Customization WFriesCustomization -mainWindow: MainWindow -mainWindow: MainWindow +MMilkCustomization(mainWindow:MainWindow) +SSkeletonCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) -mainWindow: MainWindow -DoneClickHandle(sender:object, e:EventArgs) +DBWFriesCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) iceCustomization acherCustomization -mainWindow: MainWindow -mainWindow: MainWindow +AAJuiceCustomization(mainWindow:MainWindow) +PPoacherCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs) -DoneClickHandle(sender:object, e:EventArgs) <u>Omelette</u> Customization -mainWindow: MainWindow +GOOmeletteCustomization(mainWindow:MainWindow) -DoneClickHandle(sender:object, e:EventArgs)

BleakwindBuffet PointOfSale

+Items: IEnumerable<IOrderItem> <<get, set>> +SearchTerms: string <<get, set>> -_logger: ILogger<PrivacyModel> +Types: IEnumerable<string> <<get, set>> +PrivacyModel(logger:ILogger<PrivacyModel>) +Entrees: List<Entree> << get, set>> +Sides: List<Side> <<get, set>> +Drinks: List<Drink> <<get, set>> +OnGet(CaloriesMin: int?, CaloriesMax: int?, PriceMin: double?, PriceMax: double?) orModel.cshtml +RequestId: string <<get, set>> ______ +ShowRequestId: bool -_logger: ILogger<ErrorModel> +ErrorModel(logger:ILogger<ErrorModel>)